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the collegian

INDEPENDENT VOICE FOR KANSAS STATE UNIVERSITY

VOL. 119 NO. 62

kstatecollegian.com

Tomorrow:
High: 58 °F
Low: 41 °FThursday:
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Low: 28 °F

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Tasteless, odorless, colorless: Carbon monoxide, the silent killer



Brook Morris | Collegian

Manhattan firefighter Joe Jacob demonstrates the carbon monoxide reader that detects the odorless, colorless gas called carbon monoxide.

Meg Copher
staff writer

Many people are aware of the gas carbon monoxide, also referred to as the silent killer as it is colorless, odorless and tasteless. However, how much do they really know? Carbon monoxide is so dangerous largely because someone who is exposed to it would probably not realize it until it was too late. The early symptoms of carbon monoxide poisoning can be similar to symptoms of the flu: headaches, dizziness, fatigue or even nausea.

There are carbon monoxide alarm systems that homeowners can purchase, and the purpose for these is to draw warning to the early detection of carbon monoxide. Carbon monoxide alarms should be checked and tested at least once a month. If your carbon monoxide alarm goes off, immediately evacuate to an area with fresh air, be it outside or near an open window, and then call the authorities. It is important to stay outside once you have called the police, that way they can take control of the situation without additional complications.

"I think that it is very alarming to know that you can be poisoned by carbon monoxide and not even know it, and once you do in fact find out, it could be too late," Maddie Lett, freshman in special education, said. "It is important to pay attention to ways of preventing carbon monoxide from being present."

While many may understand that early prevention and detection are important, it can also be sympathized that an alarm beeping for its dying batteries, from being over sensitive to its environment or even as a test can get old quick. In January 2008, Pohl Smith reported for the Pittsburgh Post-Gazette on a family of four from Fairmont, W.Va. who saw firsthand one night how important those alarms are, and were saved by their family canine, Molly.

"I think that it is very interesting that dogs are able to smell carbon monoxide, and humans can't," Sarah Yunk, senior in pre-dentistry, said. "It is something that not many people probably are aware of."

SILENT | pg. 5

Lambda Theta Nu sorority promotes Latino student literacy

Jakki Thompson
edge editor

The annual Literacy Awareness Week, hosted by the Alpha Xi chapter of Lambda Theta Nu Sorority, is in full swing this week at K-State.

"Literacy Week is a week to promote literature and reading, as well as have funds donated through our regional board, to regional Latino literature organizations," Alba Chacon, community service chair of the Lambdas and senior in animal science and industry, said.

Starting yesterday, the Lambdas sold puppy chow for \$2, as well as tickets to pie people in the face. At their table, they also had Latino literature and information about Latino literacy.

"There are [Latino] students out there who need help, but they can't get the help because of state laws," Eli Dawdy, president of the Lambdas and senior in elementary education, said. "I am most excited for [today's] event. We are showing a film called 'Immersion.' It shows the journey of a Mexican boy through his experience with public schools in America. It shows how he is required to take a high-stakes state test without the assistance of a teacher's aid or anything. Since he doesn't speak fluent English, he doesn't understand what he is supposed to do."

"Immersion" is a short 15-minute film that will be showed at 7:30 p.m. in the Cottonwood Room in the K-State Student Union. Following the film will be a discussion. Dawdy said she is excited to discuss the realities of the film for many Latino students, as well as share knowledge she has received to be a future English as a Second Language teacher.

On Wednesday, many of the sorority's leaders have volunteered to get pied in the face in the Union Courtyard from 11 a.m. to 2 p.m. Each ticket can be bought for \$1. The

names of the leaders haven't been released to build hype for the event. Even though the ticket has a cost, all of the money collected will be donated to a Latino literacy program in St. Louis Mo.

A book sampling of Latino literature will be presented on Thursday, also in the Union Courtyard, from 10 a.m. to 2 p.m. There will be enlarged quotes, poems and excerpts from Latino books on tag boards for those in the Union to see. From noon to 1 p.m., there will be an open mic event where audience members can read some of the excerpts, quotes or poems from the Latino literature.

On Friday the Lambdas will provide statistics and demographics of literacy rates inside and outside of the United States. This event will present the impact of the disparities among certain communities and regions of the world to the forefront of people's minds here in Manhattan.

"We just want to continue to encourage people to donate throughout this week," Dawdy said. "100 percent of the proceeds will be going to Latino literacy programs in St. Louis."

Statistics suggest illiteracy is still a problem here in the U.S., and not just for Latinos or Latinas. A study conducted by the U.S. Department of Education and National Institute of Literacy cited in a Sept. 6 Huffington Post article found that 32 million adults, or around 14 percent of the population, can't read. The same study found that 21 percent of adults in the U.S. read below a fifth grade level, and 19 percent of high school graduates can't read.

"There has been a lot of issues with immigration and social and political adjustments when Latinos come into the U.S." Chacon said. "A lot of [Latino students] don't know how to read or write in English when they come here. It's very difficult to see these students struggle just to get nowhere. Teachers show these students how to do these things, how to try and how to succeed."

Classified K-State employees to vote on service plan

Charlie King-Hagen
staff writer

From Nov. 19-22, classified K-State employees will be voting as to whether or not they should leave the State Civil Service System.

The Civil Service Act, labeled as a "merit system" by federal law, is a state-run system that gives classified university employees – employees whose positions have been organized by classifications – due process rights, as well as protects them from random discipline and dismissal. Classified employees perform services across campus such as food service work in the dining halls, custodial work, building maintenance, and grounds keeping.

Because the Civil Service System is state-run, all university employment decisions are made by the state legislature. Issues such as salary ranges and wage increases are set in

2005, decided to table its efforts and see if the state would fully fund and implement the new pay plan. The state legislature failed to do so. In September 2012, due to the state's failed implementation of said pay plan, ACS reconvened and decided to move forward with developing a plan for USS.

"The most troubling issue about state civil service is that the state legislature has not fulfilled their obligations to fund a pay plan for classified employees," Carol Marden, a public service administrator at Counseling Services and chair of the ASC, said. "The state [has] tied our hands, as well as the hands of the university administration."

On June 15, 2008, the state decided to stop paying longevity bonuses – bonuses received after having given ten years of service to the state – to classified employees hired after that date. This decision has resulted in inequity among classified employees, as some still receive the bonus and others do not.

"Many classified employees across campus have not seen a raise since July of 2008."

Carol Marden
public service administrator at Counseling Services

motion by the director of personnel services within the Kansas Department of Administration. With the approval of the state governor and independent of the wishes of the universities and its employees, the director of personnel services can, at any time, modify classification groupings and certain job duties of classified employees.

This absolute control has led to a call for reform from the classified employee community, as well as a development in alternative options to the Civil Service System. The result of the vote will determine whether the classified employees stick with the Civil Service System, or re-title themselves as University Support Staff, a system in which employment decisions will be handled by K-State instead of the state legislature. The new service plan has been put together by the Alternative Service Committee, a group who completed the research necessary to create a plan that would allow for a switch to USS. Alternative Service, as it is called, is an undeniably more flexible system that will allow for classified employees to have more of a voice about their future employment at K-State.

In 2005, the Kansas state legislature passed

what is now referred to as Statute 76-715a, a bill that allows Kansas State Board of Regents institutions of higher education to convert classified positions from State Civil Service to University Support Staff. That year also marked the beginning of the Alternative Service Committee. In 2007, the state legislature implemented a new pay plan for classified employees that would adjust to the demands of the market at the time. Due to this plan, ASC, doing research for a plan for USS since

"Many classified employees across campus have not seen a raise since July of 2008," Marden said.

Marden said that under the USS option the K-State administration, along with USS leadership and the approval of the Kansas Board of Regents, will have the authority to set compensation and create a new employee evaluation system, which oftentimes determines bonuses and additional pay. Salary decisions will be made at the university level, which will better represent the number of state employees and be more flexible.

"Additionally, by statute, positions that convert to USS shall retain all health, flexible, leave and retirement benefits provided under the state civil service system," Marden said. "The implementation of USS shall not cause a salary reduction or layoff of any classified employee, and nothing in the conversion of positions shall affect the rights of the employees."

There have been critiques that have come out against the Alternative Service Committee's plan for USS. The American Federation of Teachers Local 6400, a union that represents many of the classified staff at K-State, has urged many of its members to vote to remain in the Civil Service System. AFT Local 6400 members said they worry that the Alternative Service Committee may not be entirely representative of certain classified employees, such as low-wage workers.

"Regarding Alternative Service, the administration is asking classified employees to 'trust them,'" Bryan Pfeifer, organizing coordi-

CIVIL | pg. 5

Ford Hall benefits cancer-stricken wife of campus policeman



Sarah Hoffman, freshman in marketing, shoves whipped cream in the face of Alison Sharpe, junior in mechanical engineering, at the pie crawl in Ford Hall yesterday. The proceeds of the event benefited K-State policeman, Sgt. Brian Sheaves, and his wife who has cancer.

George Walker | Collegian

**Curious who won the Best of Manhattan?
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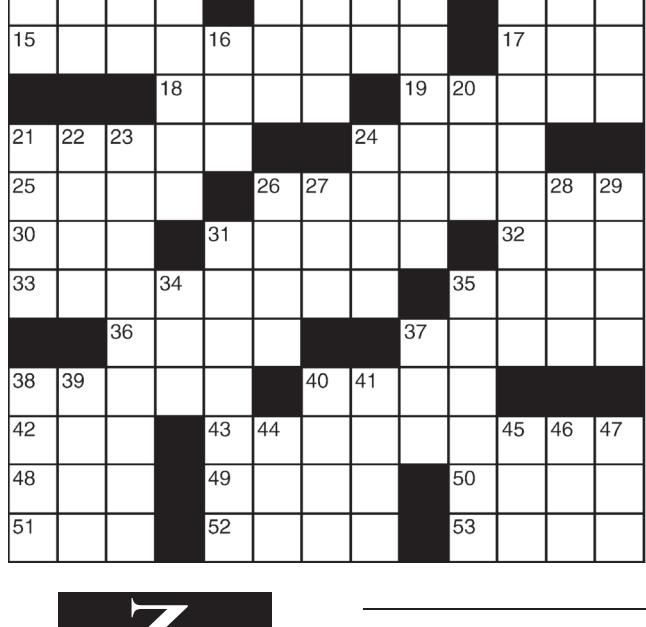


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Yesterday's answer 11-19



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The Fourum is a quirky view of campus life in voices from the K-State community. Positive and humorous comments are selected for publication by the Collegian marketing staff.

Dear Motorcycle Mike, thanks for the ride on your motorcycle last semester. Sincerely, girl with one less thing on her bucket list.

Like and vote for your favorite posts at [thefourum.net!](http://thefourum.net)

One does not simply stop "Stand Up for the Champions" for KU football...

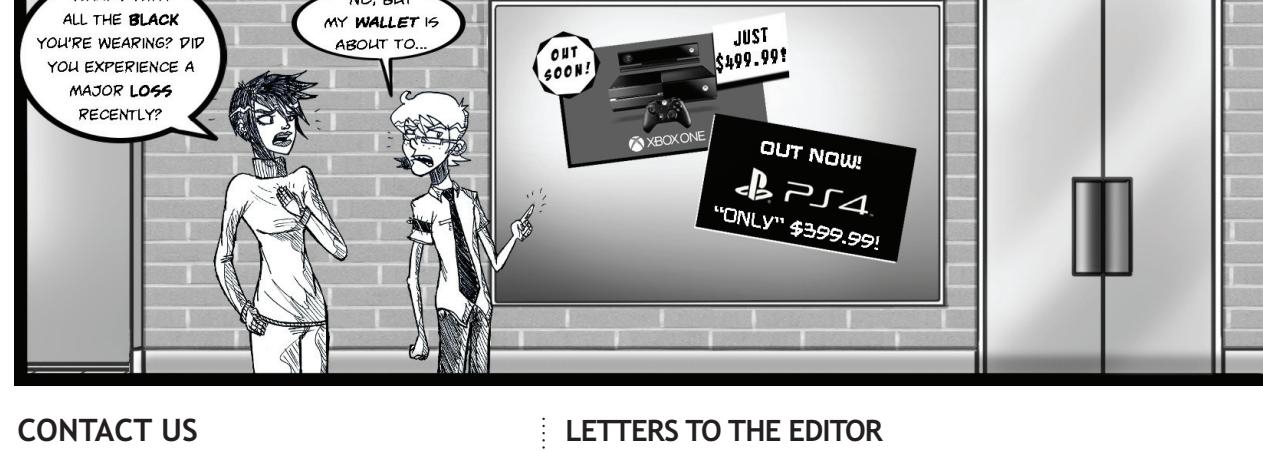
BSFS hasn't been that loud in awhile. Let's double that next week and beat OU! EMAW!

Hey, Tate...Do you edit your articles? You put two different final scores...

Just passed yet another dead squirrel. Please slow down and look around so we can keep our furry little friends alive, happy, and healthy!

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Tales from Studio | By Brian Hampel



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The Collegian welcomes your letters. We reserve the right to edit submitted letters for clarity, accuracy, space and relevance. A letter intended for publication should be no longer than 350 words and must refer to an article that appeared in the Collegian within the last 10 issues. It must include the author's first and last name, year in school and major. If you are a graduate of K-State, the letter should include your year(s) of graduation and must include the city and state where you live. For a letter to be considered, it must include a phone number where you can be contacted. The number will not be published. Letters can be sent to letters@kstatecollegian.com.

Letters may be rejected if they contain abusive content, lack timeliness, contain vulgarity, profanity or falsehood, promote personal and commercial announcements, repeat comments of letters printed in other issues or contain attachments.

The Collegian does not publish open letters, third-party letters or letters that have been sent to other publications or people.

CORRECTIONS

There were errors in the Nov. 18 issue. The Players of the Game article reports an incorrect score for the K-State/TCU football game Saturday. The Wildcats beat the Horned Frogs 33-31.

In the brief about Geography Week, the National Geographic Society is not credited for its aid in establishing the day that Geography Week is based on. The National Geographic Society's work in 1986 helped to launch Reagan's plan to increase awareness of geographic issues.

The lead photo with the Alpha Zeta hunger event story was taken by Parker Robb.

If you see something that should be corrected or clarified, call managing editor Mike Stanton at 785-532-6556 or email news@kstatecollegian.com.

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Conceptis Sudoku

By Dave Green



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12/19



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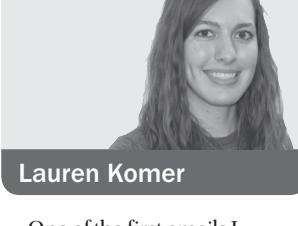
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Leadership Studies program poorly conceived, waste of money



Lauren Komer

One of the first emails I received after being accepted at K-State was an invitation to take Lead 212, Introduction to Leadership Studies. I had toured the Leadership Studies Building during my campus visit, and the class sounded interesting. I also figured a leadership minor would be a good boost to my resume. After taking the class, I quickly changed my mind.

The class is divided into two segments. The first part of the class is a large lecture where a teacher goes over different theories of leadership. After the hour-long lecture, students join their small groups, or learning communities, for an additional hour where an upperclassman that has already taken Lead 212 talks about key points of the lecture and guides the group through two community service projects.

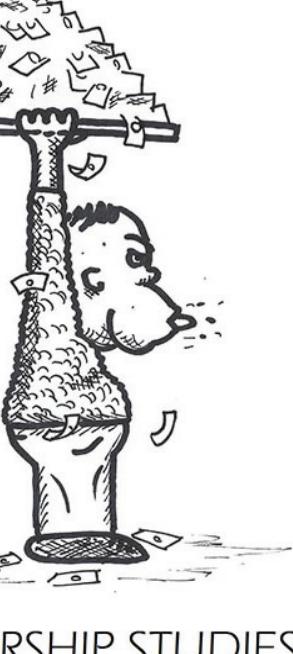
The lecture portion wasn't completely useless. We discussed StrengthsQuest in great detail, as well as the Myers-Briggs Personality test. I've used the results from both of those quizzes to answer prompts in scholarship and internship applications. Those were probably the most beneficial parts of the class for me, but neither really have much to do with leadership. They also aren't worth the steep price of \$261 a credit hour.

The community service projects were a disaster. Putting a bunch of "leaders" in a group and expecting them to work together is one of my biggest problems with leadership studies. People had their own opinions and own ideas on how the projects should be run, and no one was willing to

make compromises. Some people wouldn't communicate, some wouldn't follow deadlines and some exhibited no leadership attributes at all, making me wonder what criteria are used to invite people into the program in the first place. It isn't just an issue in the intro class either; my roommate is currently in an upper-level leadership class and still comes home frustrated about her group projects.

Honestly, the whole leadership studies minor boils down to one question: Can you teach someone to be a leader? Sure, you can provide personality tests, give examples of great leaders, talk about different leadership theories and thrust people into community service projects, but can you actually teach them to lead?

After taking the class, which is designed around the premise



LEADERSHIP STUDIES

that yes, anyone can be a leader, I disagree. The group projects actually enforced my views on this. Even after learning our strengths and what qualities make a good leader, I didn't see anyone's leadership qualities change over the course of the semester.

Many people enroll in the minor because they believe it will help them stand out in the job market. This is only half true. According to the cnbc.com article, "Six college courses that help grads land jobs" by Kelli Grant, many employers are more interested in graduates from STEM classes, science, technology, engineering and mathematics, especially for liberal arts majors who usually have a gap in that area of their education. The article said that a leadership studies minor is helpful for the natural science or math based majors, since they do not take many

classes teaching teamwork or other types of social interaction.

However, when I took the class, I was the only biology major in my group, and there were no engineering or math majors. Most of the students were political science or kinesiology majors, which are among the majors shown to not benefit from having a leadership studies minor.

There's also the question of the Leadership Studies Building itself. I understand that K-State does not really control where money goes for different buildings. People donate large sums of money with the stipulation that the money be used for a designated project.

For example, Dave and Kristen Dreiling donated \$500,000 to be used for the new College of Business Administration building, and Dolese Bros. Co.

donated \$70 million to be used in the College of Engineering, according to the K-State website.

However, it still seems strange to me that arguably the nicest building on K-State's campus was built for a minor. I've had classes in some pretty disgusting lecture halls and hear talk from both students and professors in different colleges about the terrible conditions and lack of space in their buildings. So why do we have a beautiful building devoted to one minor, when we have countless majors that share buildings that are falling into disrepair?

I'm not saying that there aren't good qualities about the leadership studies program. The volunteer organizations, like HandsOn Kansas State or the international service teams have helped countless people in the Manhattan community and



THE REST OF KSU

Illustration by Gannon Huiting

beyond. The building itself is LEED certified, meaning that it meets U.S. Green Building Council certification of environmental sustainability. And the minor can look good on a resume, especially for engineers or other math and science based majors.

As for me, I don't think it's worth it. People either have leadership traits or they don't. Learning about what makes a good leader doesn't make you into one, and the current group projects don't give students much of a chance to actually implement leadership skills.

There are some things with the leadership studies program that sound good on paper, but just can't be implemented in reality.

Lauren Komer is a sophomore in microbiology. Please send comments to opinion@k-state-collegian.com.

Leadership Studies develops leaders needed for changing world



Erin Poppe

15 years ago, a group of K-State students noticed something. While there were several organic opportunities for student leadership development on campus, there was nothing available for students to intentionally focus on developing themselves as leaders. The students were concerned about their own ability to contribute in their professions, understanding that the real world calls for both technical and interpersonal skills. Voicing their desire for a structured environment to do so, the university listened – understanding the importance of student input – and provided its support.

Fast-forward to today, and now the university has an academic minor that provides structure for the development of leadership through the academic theories and practice. Housed in a building that was funded entirely by outside donations, the School of Leadership Studies emphasizes the importance that everyone, regardless of position, authority or inherent leadership traits, can practice leadership. That while every university department encourages leadership development; sometimes its academic curriculum requires more focus on the technical aspects of the field. The school provides an option for an intentional focus of developing as a leader – should the student so choose.

To illustrate the purpose of the school, compare the contrasting problem solving techniques of a mechanic with those of a gardener. When faced with a challenge, the mechanic identifies what's wrong and fixes it by replacing the broken part. The gardener, on the other hand, identifies the problem and fixes it by changing the environment from which the problem arose. While both

effectively solve the problem, the gardener's method is more likely to ensure growth that leads to an impactful and longer-lasting change.

The School of Leadership Studies recognizes this and serves as a catalyst for the development of more gardeners among the K-State student body. The students that choose to actively participate in the program are given a foundation of knowledge composed of leadership theories, concepts and terminology, that they then use within their own communities to instigate positive change.

Please note in the previous paragraph the phrase "actively participate." In order to get the most out of the courses, students need to do one thing: participate. And not just in class with the discussions or homework, but participate in leadership. The intent is that students take the theories and concepts they learn and practically apply them outside of the classroom, whether it be in the opportunities the school houses – School of Leadership Studies Ambassadors, Lead 212 class leaders, alternative breaks, etc. – or any other chance that life provides.

There are going to be those students, or K-State faculty, that find the program pointless or "only good for enhancing resumes." Unfortunately, to me this says there is a possibility that the person had a negative personal experience with the school. One cause for this viewpoint may stem from a student's negative experience in the introductory leadership concepts class, Lead 212. As 1 in 4 incoming freshmen are enrolled in the course, the reality is always going to be that there is chance for someone to fall through the cracks, for someone whose learning community group projects – which are constantly reevaluated by and with students and faculty – didn't facilitate the intended purpose.

Or maybe they just haven't yet recognized the value of a learning environment centered on developing the skills a changing world requires of its citizens. Citizens who understand that being a leader doesn't

always mean being at the front of the group, or being the first to speak. That being a good leader boils down to being an intentionally ethical, caring and inclusive human being.

At its core, the minor isn't teaching people how to be a leader. It's teaching people how to be authentic in their relationships, intentional with their actions and aware of both themselves and others. These are qualities of a leader who seeks to be a transformational element in their world, something everyone has the capability to be.

Ultimately, being a leader is a choice. While some may be born with traits that make them more inclined to assume leadership, the true leaders are those who buy into the idea that the world has a need for authentic individuals who will intentionally practice being knowledgeable, ethical, caring and inclusive. Sometimes this calls for a technical touch of a mechanic, but other times it calls for nurturing intent of a gardener.

Those who buy into that idea of leadership probably buy into the ideals that makeup the framework of the School of Leadership Studies. There are going to be those who don't, and that's completely fine. However, if people have a problem with the school, then their issue doesn't lie with the institution. It lies with the students from 15 years ago who saw a collective need, and the thousands of supporters since – both inside and outside the K-State campus – who have continued to fill that need with a program that constantly evolves to the desires of the K-State student body.

At the end of the day, the School of Leadership Studies is another unique opportunity K-State has to offer its students whom seek to discover themselves and their role in the world, in addition to K-State's other fantastic academic programs.

Erin Poppe is a graduate student in public administration. Please send comments to opinion@k-state-collegian.com.

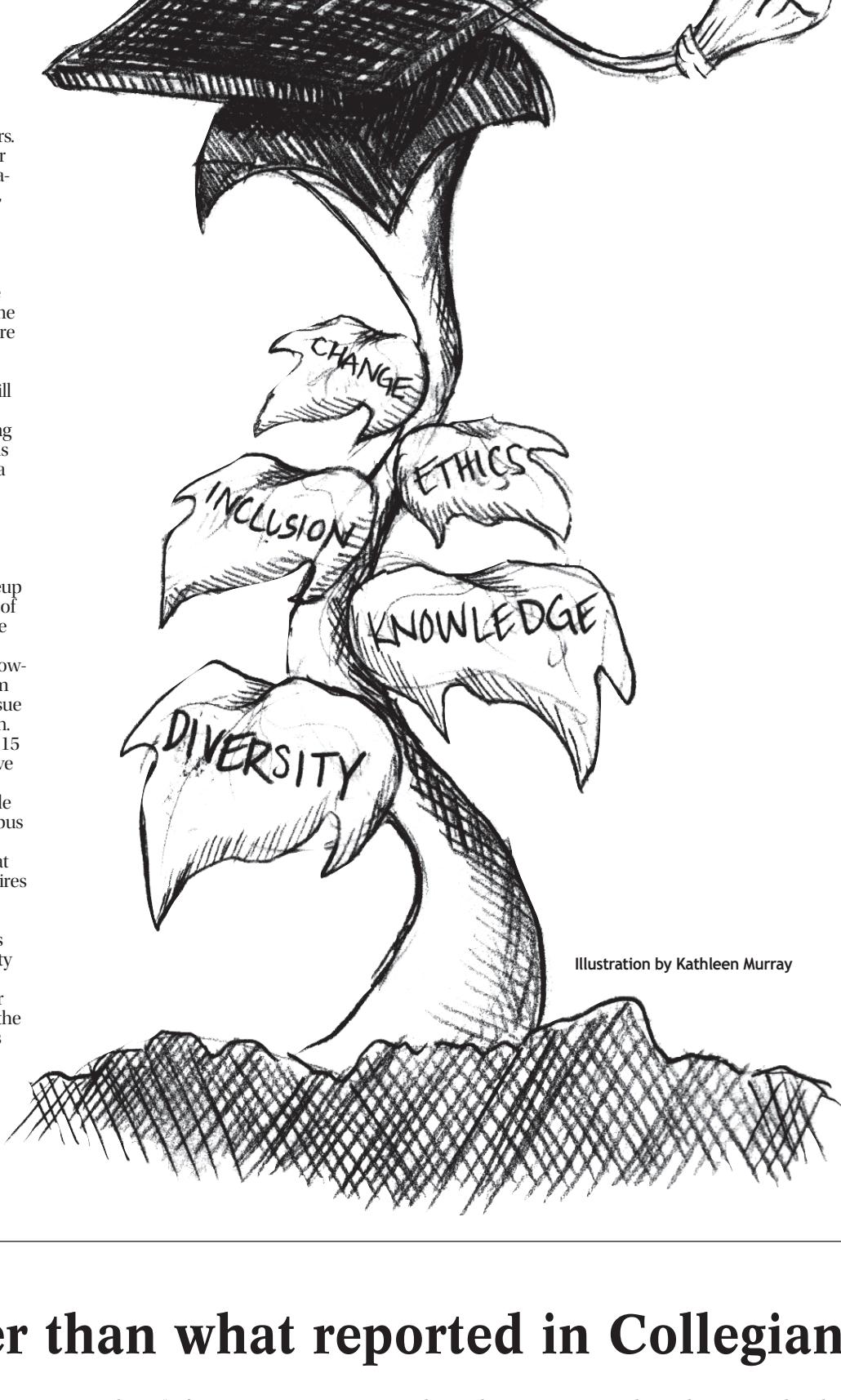


Illustration by Kathleen Murray

LETTER TO THE EDITOR

MIS unemployment rates lower than what reported in Collegian

Roger McHaney
Professor of Management

A recent report from Georgetown University has students worried about their prospects for employment following graduation. These worries were compounded in an article by Marissa Haake published in the Collegian on Oct. 30 entitled: "Study lists 4 majors with highest

post-graduation unemployment rates." Haake cites the Georgetown study, based on data from 2010 as stating, "The leading majors for unemployment are information systems at 14.7 percent, architecture at 12.8 percent, anthropology at 12.6 percent and political science at 11.1 percent."

Interpreting unemployment data can be confusing

and job titles often don't match exactly with degree program's names. For instance, at Kansas State University, the College of Business Administration offers an undergraduate degree in Management Information Systems. This program is not related to the one mentioned in the Georgetown study and the Collegian article, which should have been cited

correctly as, "information systems with an interest in clerical functions." That study refers to an outdated job function commonly known as data processing which is not offered at K-State. From the same study, a business-based degree in management information systems and statistics has an experienced college graduate unemployment rate of only 4

percent and a median experienced salary of \$76,000. The Georgetown study offered no recent graduate unemployment figures for this position which is similar to K-State's degree program.

A similar study in the Wall Street Journal suggests Management Information Systems and Statistics is a popular major with low unemployment numbers. While

we do not have an updated employment record of our MIS students, industry leaders have communicated their interest in our MIS students, in fact we are in the process of expanding the program to accommodate market needs.

Roger McHaney is a professor of management in the College of Business Administration.

POWERCAT PROFILE

CHANTRY CARON



Parker Robb | Collegian

Senior guard Chantay Caron starred in basketball, volleyball, and track at Lawrence Free State High School before committing to Deb Patterson's basketball program. A veteran in the K-State system, Caron is looked to for leadership on and off the court.

Emilio Rivera
staff writer

K-State senior guard Chantay Caron has seen a lot of talent leave the Wildcats, including last year's seniors Brittany Chambers and Mariah White. Now, Caron is the one that is playing in her farewell season, and is hoping to make it count.

Caron can be seen as a leader for the young Wildcats. She leads the team with 44 starts in her career and is coming off a solid season last year, where she led all returning players in rebounds and blocked shots.

In her hometown of Lawrence, Caron was a three-sport athlete at Lawrence Free State High School. Caron made a name for herself in basketball, track and volleyball.

During her time at Free State, Caron set plenty of school records. In basketball, Caron holds the record for the most points in a career with 827 and career field goals made with 291. During her

senior season, she garnered a McDonald's All-American nomination, while earning her fourth All-State honorable mention. Caron was also an All-State volleyball star and was an MVP of the 2009 Mo-Kan All-Star volleyball game. To top that off, she also broke her school's track records for the 200 and 400-meter dashes.

Caron took the athleticism she showed in high school and transferred it into her collegiate game to make an immediate impact for the Wildcats. She started in 11 games for the Wildcats during her freshman season and finished with a .417 shooting percentage.

Last season was the Lawrence native's most successful season in a Wildcat uniform as she started 31 games. She was accurate from behind the free-throw line, going 46-60, while registering 22 blocks and 38 steals. It became evident that she was a strong defender.

Coming into her final season, Caron said she knows the importance of defense to her young team.

"Coming into the season I've been working on my defense a lot, trying to help my team in that area because we're a very young team this year," Caron said. "That's one of the things we're going to do a lot, and that's one of the things we have to learn."

The most important role she plays on the team is as a leader. Caron knows how to take control of the team and answer questions from the younger players.

"Chantay is verbal, I love that she'll talk to [the young players]," head coach Deb Patterson said. "She'll coach them up, she takes pride in that."

Because she has been in the system for three years, Caron said she knows the Wildcats system better than most. Her knowledge, which is a tremendous quality to have on a young team, doesn't go unnoticed.

"She goes hard, she understands our system," Patterson said. "It's amazing when she comes on the floor, because she knows what we

want to do here at K-State."

With the Wildcats having six players on their roster that didn't play a collegiate game coming into the season, Caron has to try to focus the team.

"I've been trying to stay open minded with them, not getting frustrated with them, and letting [the younger players] come to me when they have questions," Caron said.

While only starting in one game on the young season, Caron is shooting well, going 5-12 from the field, while going 5-5 from the free throw line.

Caron isn't only a solid player for the team, she holds her own in the classroom, as she has been on the Big 12 Commissioner's honor roll twice. Last year, Caron was named to the 2013 Academic All-Big 12 First Team, meaning that she was one of only 26 women's basketball athletes in the conference to maintain at least a 3.2 GPA.

Not only is she solid in the classroom, she is active in activities around campus and for her team.

She has a reputation for working well with kids, a well suited-trait for her elementary education major.

"[Caron] is great with little kids," Patterson said. "She is like a kid magnet."

With all that Caron brings to the table for the Wildcats, she means a lot for this young program. Her morals and work ethic, along with the leadership that she brings to the team, garners her a lot of kind words from the coach that has guided her along.

"She is one of the best young people I've ever had on my program, and I've had many," Patterson said. "She is very sensitized, she has a really warm heart, when people need something or when they're down, she's always there to help. Those are very priceless attributes to have on the team."

With her senior season starting to gain steam, Caron and her team are looking to improve on last season where they made it to the semifinals of the Women's National Invitation Tournament.

Lack of offense, pass rush doom Chiefs for first loss of the year



Austin Earl

The Kansas City Chiefs saw their nine-game winning streak end Sunday as they lost to the Denver Broncos 27-17.

On the positive side, the Chiefs held the Broncos to the least amount of points they have had all season. This was due to the Chiefs' defensive secondary playing very well. Peyton Manning was held to his second-lowest quarterback rating and completion percentage all season.

A team that had 35 sacks

in their first seven games could not get to the quarterback even once against the Broncos. They could never sack the hobbled Manning, which cost the Chiefs greatly and the scoreboard shows it.

With a decent pass rush, the Broncos offense may be significantly less productive when they play the Chiefs again at Arrowhead Stadium in Kansas City on Dec. 1. The good play of the Chiefs cornerback and hits on Manning may be enough to take down the Broncos.

But the Chiefs, and all defenses that play the Broncos, have one major problem. With Manning, defenses need all the players they can get in coverage. The Chiefs cannot afford to blitz and take valuable defenders out of coverage. This means that getting a pass rush is all

about one on one battles, not creative blitzing. The Chiefs did not win those match-ups on Sunday, and in turn they didn't win the game.

The Chiefs' offense looked abysmal for most of the contest. Poor offensive line play, dropped passes, overthrown passes and penalties are all to blame.

Quarterback Alex Smith was under duress throughout the game. His elusiveness was the reason he was only sacked three times. The offensive line just could not get the job done against the Broncos. Being under pressure caused Smith to throw some bad passes, which is why his stat line - 21 for 45, with 230 yards and two touchdowns - does not look very good.

Smith also would have had more completions if his receivers did not drop so

many passes. Dwayne Bowe, Donnie Avery and Jamaal Charles all had critical drops that killed possessions for the Chiefs. However, the biggest drop of all was actually on a completed pass.

The Chiefs had the ball in the red zone after a Broncos turnover and were looking to take a 7-3 lead. Smith passed to fullback Anthony Sherman who gained five yards and broke a tackle, but then fumbled the football. The ball was recovered by Denver. Two plays later, Manning threw a 70-yard strike to wide receiver Demaryius Thomas that set the Broncos up for an easy nine yard touchdown. This 14-point swing changed the face of the game completely.

There is not much the Chiefs can do with their personnel to improve on offense going forward this season.

The offensive line will continue to be shaky. The wide receivers will continue to be mediocre. Charles, however, will also continue to be one of the most explosive players in the NFL. The Chiefs have weaknesses, but that doesn't make them a bad team.

To beat the Broncos in two weeks, the Chiefs have to play their best game of the season. They did not do that last night, but still lost by only 10 to a Super Bowl favorite.

The key to winning starts with the defensive line winning their battles against the Broncos offensive line. The Chiefs best pass rushers, Justin Houston and Tamba Hali, must come up big against the Broncos in round two. If they can't get to Manning, the Chiefs can't win. It's that simple.

The Chiefs' offense has

to do just a little bit more. Everyone knows that Chiefs aren't explosive on offense, but they don't need to be. They just need to be opportunistic. They were stopped on the goal line three times and were forced to settle for a field goal. Sherman's fumble was crippling. If the Chiefs converted for touchdowns on each of those opportunities, they would have had a much better chance at winning the ballgame.

The Broncos and Chiefs showdown at Arrowhead will be a very similar game to the one last night. If the Chiefs don't throw away scoring opportunities and if they hit Manning, they have a good chance of coming out on top.

Austin Earl is a freshman in pre-journalism. Please send all comments to sports.kstatecollegian.com.

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SILENT | West Virginia family saved by dog's reaction

Continued from page 1

According to the article, while the Graziani family was asleep, carbon monoxide filled their home due to a plugged vent on the gas furnace. The mother, Cindy – who had been asleep on the couch due to sickness – was persistently nudged and licked by the dog in an attempt to wake her. When she attempted to stand to take Molly out, she realized something wasn't right and called for her husband, John. As he tried to help her figure out what was causing her immobility, John fell to the floor. After some struggle to regain control of their movements, the couple turned to the carbon monoxide alarm on the table near them.



THE BLOTTER ARREST REPORTS

Sunday, Nov. 17

Wallace Lamar James III, of the 2200 block of Snowbird Drive, was booked for driving under the influence, leaving the scene of an accident, duty of a driver to give notice of an accident, duty of a driver upon damaging an unattended vehicle and driving with a canceled, suspended or revoked license. Bond was set at \$3,000.

Jordan Suzanne Hofman, of the 1700 block of Mulligan Place, was booked for failure to appear. Bond was set at \$2,500.

Rachel Rene McClatchy, of the 3300 block of Anderson Avenue, was booked for violation of protection orders. Bond was set at \$1,000.

Tara Elizabeth Mitchell, of the 900 block of Kearney Street, was booked for failure to appear. Bond was set at \$159.

Monday, Nov. 18

Scott Alan Banke Jr., of South Bend, Ind., was booked for public consumption of liquor, criminal littering and misdemeanor obstruction of the legal process. Bond was set at \$904.

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Call of Duty: Ghosts falls short of series' expected quality

"Call of Duty: Ghosts"

★★★★★

game review by Tate Steinlage

The "Modern Warfare" also known as the "Call of Duty" franchise, has proved to be a cultural phenomenon since 2007. Amassing more than 64 million units sold, while becoming the largest entertainment release of all time twice, has brought much attention to these games. However, a breath of fresh air was undoubtedly needed, and out from it came this year's installment, "Call of Duty: Ghosts."

The story of "Ghosts" opens with a chilling story told by Capt. Elias Walker told to his two sons about the Ghosts. The Ghosts are a special United States operations task force that works primarily behind enemy lines and are more of a legend than a reality to the two young Walker men, Logan and David.

Not long after, the story shifts and turns personal for the Walkers, as the U.S. is attacked by an

ODIN-space strike that wipes out millions of people along the southwestern part of the country.

While Walker and his two sons barely escape the widespread destruction in San Diego, 10 years later, the game presents the chilling reality of all-out warfare state-side against a group called "The Federation," comprised of the oil-producing nations in South America and the culprits behind the ODIN attacks. The family is stuck in the middle of the action, and without spoiling anything, Logan and David come to see that the Ghosts are very, very real.

The story is noticeably more personal than any "Call of Duty" game to date. It attempts to strike an emotional chord throughout the five hour campaign in a way that "Special Ops: The Line" did in 2012. Several times during the campaign, "Ghosts" arguably achieves this tone, but the emotional push is also where the game falters.

For instance, there are a handful of scenes that are meant to be incredibly emotional – moments that are supposed to make these characters come to life. However, poor acting and disappointing

delivery fails to deliver the emotional appeal that the campaign is reliant upon.

Thankfully, not all is lost due to this factor. The game play in "Ghosts" is arguably the most varied of the series and welcomes a host of scenarios. Instead of simple wave after wave enemy shootouts that grow tiresome after a few hours, "Ghosts" offers a more exciting taste, including stealth action, vehicle combat and a few noticeable scenery changes.

This biggest change for "Ghosts" is in its multiplayer. "Ghosts" still maintains the run and gun, arcade-like game play that made "Call of Duty" so popular, but the online structure itself has been overhauled in a way that thwarts the action rather than exemplifies it.

The new create a soldier perk system is just one of the two main issues with the multiplayer in "Ghosts." While you're able to customize your loadouts in a more flexible and comprehensive way, the change brings an incredible amount of confusion to what used to be simple and thoughtless.

Weapons and perks are now unlocked through "squad points"

that are introduced alongside the new "Squads" component. It's an interesting concept on paper, but in practice it makes the ranking and unlocking system much more of a hassle. The pleasure of unlocking dozens of weapons and perks at one time is now out the window and is taken by the place a more grinding approach that's less fun to pick up and play.

A similar disconnect is felt in the action itself. Infinity Ward has attempted to freshen up combat in a more strategic and objective based manner, but it ultimately fights to find its place within the "Call of Duty" formula. Map sizes are collectively larger than past installments. I frequently found myself running around without finding an enemy. The action is also plagued by a horrendous spawn system that is unpredictable at best. Thankfully, online play is somewhat aided by the addition of "Extinction."

"Extinction" is an homage to the infamous "Nazi Zombies" game mode that took hold of the "Call of Duty" brand in 2008. The mode takes the fight against aliens and offers a satisfying conclusion that's worth coming

back to time and time again. "Extinction" is a mix of survival action, base defense, scavenging and class leveling. Each offer a unique taste that complements one another extremely well. If you thought zombies was a fun and challenging mode in "Call of Duty," then be prepared to enjoy the insane action that is "Extinction."

If "Call of Duty: Ghosts" can be summed up in two words, they would be identity crisis. It's not a bad game, but more disappointing and complex than anyone could have expected. The biggest positive that comes from "Ghosts" is the assurance that Infinity Ward is trying to keep the series relevant and fresh. Perhaps the next installment will be the one that reinvents the franchise in the way I thought "Ghosts" would.

I would give "Call of Duty: Ghosts" a three-and-a-half out of five stars.

Reviewed on Xbox 360 using a copy provided by Activision for the purposes of this review.

Tate Steinlage is a sophomore in pre-journalism. Please send all comments to edge.kstatecollegian.com.

PlayStation 4 brings drastic improvements to latest console

PS4

★★★★★

console review by Tate Steinlage

For nine months, all PlayStation fans could do was sit and wait. Months of anticipation have led to this week. Sony officially ushered themselves into next-generation console gaming yesterday with the release of the PlayStation 4. With its release comes an enormous amount of pressure to produce a machine that will shape the video game industry for years to come.

While it may be too soon to predict that impact, it can be confidently said that the PlayStation 4 is a glorious addition to the PlayStation brand, enjoyable for both longtime Sony followers and newcomers alike.

Hardware

The slanted, almost pyramid-like design of the PlayStation 4 is arguably the sleekest of any console before its time. It really does stand out on any entertainment center, but does so by being noticeably small at 10.8 inches wide and 12 inches long.

The size really is a true feat. The PlayStation 4's power brick is located inside of the machine. This would lead you to believe that the console is loud as it generates nearly 150 watts of power while playing a game. However, the machine is practically mute from the time you turn on the console to a few hours into a game play session.

More so, the smaller statue of the console would generally lead to overheating issues. While the PlayStation 4 does get considerably warm, it is never too hot to touch as the



photo courtesy of wikipedia commons

cooling exhaust in the back of the system seems to do an excellent job at keeping the console at a happy medium in terms of heat and air movement.

User Interface

If Sony has been blasted for one thing throughout the PlayStation 3's lifetime, it has been the cluttered mess that is the user interface.

Thankfully, Sony addressed this issue in virtually every way. Gone are the days of the dreaded drop-down menus. The PlayStation 4 welcomes in a simple timeline structure that puts your latest game or application first with a suc-

ceeding order that follows.

Players can also access features like the PlayStation Store, friends list and trophies by clicking up on the DualShock 4 controller and the new "What's New" section by clicking down on the controller. The latter feature showcases not only what your friends are up to currently, but what they have done in terms of game progress, trophies and high scores.

The sections themselves are quite bland to look at, but they're aided by quick transitions and an overall hassle-free experience that's an instantaneous upgrade from the PlayStation 3.

The biggest improvement with the interface is the

PlayStation Store, though. If you have a game in mind that you're looking to find, it no longer takes what seems like a few years and a long game of "Clue" to find. Sony has given the store several headings that are distinct enough to find exactly what you're looking for. This is also due to games being categorized where they should be, something that wasn't the case with the last generation PlayStation Store.

Graphical Power

This topic is an interesting one for every console launch in that rarely, if ever, do launch

games give an indication of the true power of the system right off the bat.

However, the PlayStation 4 does give a strong signal of what next generation can bring to the table in terms of graphics. Games like "NBA 2K14" and "Battlefield 4" are drastically prettier than their current generation counterparts, while titles such as "Assassin's Creed 4: Black Flag" show the power in a more subtle, but still substantial way.

If the PlayStation 4's supercharged PC architect shows anything at launch, it shows that developers can render so much more than ever before.

Final Verdict

The PlayStation 4 really is an impressive gaming console. The items above are drastic improvements over its predecessor, while features like PlayStation Vita remote play, the share button and play as you download are just "icing on the cake." I give the PlayStation 4 a five out of five star review. Games will ultimately determine the success of the PlayStation 4, but out of the gate, it is a console that deserves your attention, if not your \$399.

Tate Steinlage is a sophomore in pre-journalism. Please send all comments to edge.kstatecollegian.com.

Battlefield 4 has strong multiplayer, weak single-player components

"Battlefield 4"

★★★★★

game review by Collin Weaver

If I could use one word to describe "Battlefield 4," it would be polarizing. It has a near perfect multiplayer component, but a horrible single-player one. The incredible visuals and fantastic audio can't always be enjoyed due to a number of game-breaking bugs. My time with "Battlefield 4" ranged from pure joy and excitement to frustration and anger. Still, despite its problems, I enjoyed "Battlefield 4" a great deal, and look forward to sinking hundreds more hours into it.

The multiplayer game play in "Battlefield 4" is nothing less than incredible. It is well-designed and the game constantly reminds you of that. The user interface is easily one of the best I've ever seen. Small conveniences like a camera showing you what a team member is doing helps alleviate some of the frustrations that were always prevalent in past "Battlefield" titles, like spawning on a teammate in a firefight, only to be gunned down as soon as your digital boots hit the ground.

The maps in "Battlefield 4" are incredibly well designed. Each one feels distinctly different, but rather than making "Battlefield 4" feel disjointed or inconsistent, they serve to encompass different strategies and types of play.

Heavy chokepoints and intense firefights can be found in the "Operation Locker" map, which takes place in a mountain

prison. The wide open plains of "Golmud Railway" are home to intense tank duels and a lot of vehicular combat. Those who control the sea in the island filled map "Paracel Storm" stand a good chance of winning the match. Every map has a distinct feel to how it plays.

In addition to this, every map in the game has an event tied to it that alters the way the map is played. These set pieces are known as "Leviathan." They provide some of the most cinematic and cool moments I've experienced in a multiplayer game.

Storms that create massive waves and heavy rain cause a decrease in visibility. Skyscrapers fall to the ground. Dams break and flood the map. "Leviathan" forces players to switch up their tactics and can help a losing team turn the tables.

Distinct maps and features like "Leviathan" would be much less impressive if "Battlefield 4" wasn't such a visual and aural tour de force. Environments range from lush jungles and islands to massive cities.

Water is especially amazing, with storms creating massive waves that throw water vehicles around like toys, and jet skis leaving a rippling wake when they speed by. Soldier animations are insanely detailed and really add to the immersion.

The audio design complements the gorgeous visuals excellently. Guns sound powerful and dangerous and hearing a bullet whiz by overhead and embed into the concrete next to you with a thud makes you feel like you're in an extremely deadly place. Unfortunately,

having such a visually and aurally impressive game gives home to a lot of bugs. The sound cuts out on occasion, maps won't load right and soldier animations sometimes screw up – often too hilarious but immersion breaking results. The game also crashes quite often on PC, which was rage inducing.

A part from bugs, "Battlefield 4" also suffers from an awful single-player campaign.

The writing is weak, characters are boring and it's so riddled with inconsistencies, it begins to look like Swiss cheese. At one point, a character goes from complete distrust and hatred of another character to total friendship and acceptance in the span of a few sentences.

Another character's entire existence seems to be built around his constant spewing of dramatic irony. The game tries so desperately to get you to care for these characters and their plight, but it consistently fails at every turn.

The single-player mode does have some impressive visuals not found in the multiplayer. Character's faces are really detailed and expressive, which would have been even more incredible if the characters attached to them weren't so boring.

"Battlefield 4" is one of the best multiplayer experiences I've had. However, a plethora of bugs and an awful single-player campaign hold the title back from perfection. I give "Battlefield 4" a strong four out of five stars.

Collin Weaver is a freshman in pre-journalism. Please send all comments to edge.kstatecollegian.com.

Sonic runs into wall, dies in "Sonic Lost World"

"Sonic Lost World"

★★★★★

game review by Patrick White

So far in the 2000s, everyone's favorite blue hedgehog has not had the best outings. Sonic games went downhill when SEGA tried turning away from Sonic's signature platforming style. Sonic has now taken a turn back to the basics of running and jumping, but not everything has been running smoothly in that department, as SEGA has failed to find its footing with Sonic.

In "Sonic's Lost World," the Nintendo Wii U game brings a 50-50 chance of approval among the brand's devoted fans.

This iffy approval chance maybe be influenced by components like the lack of a tutorial, or half the game pad buttons being superfluous or redundant and by the controls being off a bit. While many would welcome a baptism by fire approach as opposed to hand holding in games, instead of invincibility you would crash and burn.

To the game's credit, I like the blend of traditional 2-D levels with the newer 3-D stages that continue from "Sonic Generations." That is as close as one can come to say that "Sonic Lost World" contains creativity because everything good in it is a carry over. Especially the graphics. If you get a feeling of déjà vu from playing the game, don't be surprised. The alternative name for the game was "Super Sonic Galaxy."

One of the more frustrating things from playing through the levels is that there is no pacing of difficulty in the game. No matter how pretty a game is designed, it means nothing if the game play is aggravating and not worth it. I recall one level of the game where Sonic can repeatedly die five seconds into the level if you don't dodge an obstacle. The level has maybe two checkpoints, so starting over to face immediate challenge is a common occurrence. Every time you die, to make everything worse, the zone's boss

will start over on their monologue.

Aside from difficulty, there is another flaw that is glaringly bad for a Sonic game. With names like "The Blue Blur" and "The Fastest Thing Alive," you expect Sonic to be fast, right? However, such is not the case in this game. I bet Sonic would lose a race to a bottle of spilled molasses, which makes the game very aggravating.

In essence, the levels drag on, there is no high speed thrill and most of Sonic's lives are wasted by his inability to escape pursuers.

Speaking of lives, why do there need to be extra lives in this game? With the "murder stage," it points to the outdated holdover from the days where video games were only in arcades. It is meant to limit playing time so the next customer can play.

One will see "Sonic Lost World" use a "once a game plot twist" about halfway through. One can't call it a spoiler, especially since it is in most of the manuals and trailers for the game. Instead of waiting until the end, Sonic and Dr. Eggman team up halfway through the game to fight the game's bosses. I call it the "once a game plot twist" because it has happened in almost every game. Eggman releases an ancient and all powerful evil to help him take over the world. Instead, Sonic and Eggman team up to stop the monster. Smash, bang, boom and roll credits.

To make it all worse, Sonic games are known for a rocking soundtrack. You might have guessed that since Sonic runs at the speed of paste, there is a soundtrack dissonance with the game play. The music matches the dismal drawn out stages and levels.

I give "Sonic Lost World" one out of five stars. Everything is wrong with it. The saying "speed kills" but "Sonic Lost World" is so backwards, it kills speed.

Patrick White is a senior in mass communications. Please send all comments to edge.kstatecollegian.com.